

EXECUTIVE PRODUCER: Randy Scott
PROJECT MANAGER: Tristan Anderson
SOFTWARE ENGINEER: Bill Heineman
ARTISTS: Aaron Estrada, Matt Rampias
ADMINISTRATION: Cindy Sneeep
AUDIO TRACKS: Bryan Celano, Randy Scott

Get Art Data Interactive's latest releases from:
MAIL: 3605 Alamo St., Ste 200, Simi Valley, CA. 93063
EMAIL: artdata@artdata.com
WWW: <http://www/artdata.com/artdata>

SPECIAL THANKS TO:

Sandy Scott, Buddy & Joyce Scott, Haley Scott, Ron & Grace Robinson, Morris & Ada Womack, Ron & Teri Powell, Ernie & Vicki Kirby, David & Bobbi Reeves, Keith Whitney, Nick Earl, Bill Heineman, Carl Hartman, Stuart Davison, Bryan Celano, Kandis Holiday.



The Art Data Interactive logo is the registered trademark of Art Data Interactive Inc. Certain portions of conversion software code used for DOOM™ on the 3DO system © 1995 Art Data Interactive Inc. All Rights Reserved. Portions of this package design © 1995 Art Data Interactive, Inc. All Rights Reserved.

DOOM™ © 1993, 1995 Id Software, Inc. All Rights Reserved. 3DO version of DOOM™ © 1995 Id Software, Inc. All Rights Reserved. DOOM™ and the Id Software, Inc. name are trademarks of Id Software, Inc. The Id Software, Inc. logo is a registered trademark of Id Software, Inc. Portions of this package design © 1993, 1995 Id Software, Inc. All Rights Reserved.

Portions of this package design are © 1993 The 3DO Company. 3DO, the 3DO logos are trademarks and/or registered trademarks of The 3DO Company. The trademarks of The 3DO Company are used by Art Data Interactive, Inc., under license from The 3DO Company.



TM



Features full screen display for use with any 3DO™ system



OBJECT OF THE GAME



Welcome to DOOM, a lightning-fast virtual reality adventure where you're the toughest space trooper ever to suck vacuum. Your mission is to shoot your way through a monster-infested holocaust. Living to tell the tale if possible. The gameplay for DOOM is quite simple. This is not a cumbersome adventure game, but an action-oriented slugathon. You don't need the reflexes of a hyperactive eight-year-old to win, either—using your wits is IMPORTANT. To escape DOOM, you need both brains and the killer instinct.

USING THE DOOM MENU

To get to the menu, press the X key on your control pad. Use the up & down arrows to move the skull cursor to a desired selection, press any button to activate that selection.



SOUND VOLUME

This selection has two sliding bars, allowing adjustment of the volume from "off" to "maximum." One bar modifies the music and the other bar modifies sound effects.

CONTROLS

Default keys are A = Fire B = Use/Open C = Speed

By pressing the Right and/or Left arrows you may change your Controls configuration.

SCREEN SIZE

Just below the "controls" option is the screen size option. With this option selected, use the left & right arrow keys to adjust the slide bar controlling the viewing area. A smaller viewing area increases the smoothness of the animation.

ON-SCREEN INFORMATION

DOOM provides on-screen information that's necessary to survive.



1 2 3 4 5 6 7

At the bottom of your screen is a status brown bar. From left to right, the segments of this bar indicate:

- 1. MAIN AMMO:** In big fat numbers, you see the number of shots you've got left in the weapon you're currently using.
- 2. HEALTH:** You start out at 100%, but you won't stay there long. At 0% it's time to start over. Try a little harder next time!
- 3. KEY CARDS:** You can see any keys you possess right here. There are three key colors; Yellow, Red, and Blue.
- 4. YOUR MUG:** This portrait isn't just for looks. When you're hit, your face looks in the direction from which the damage came, telling you which direction to return fire. Also, as you take damage you'll begin to look like raw hamburger—as shown to the left.
- 5. ARMOR:** Your armor helps you out as long as it lasts. Keep an eye on it, because when it goes, you might, too.
- 6. ARMS:** This list of numbers shows which weapons are available. If a number is highlighted, the weapon accessible by cycling over to it.
- 7. LEVEL:** This indicates the current level you are blasting through.

THE AUTOMAP

To help you find your way around DOOM, you're equipped with an automap device. By pressing both the USE and PAUSE keys simultaneously, you replace your normal view with a top-down map of everything you've seen up to date. The white arrow represents you, and points in the direction you're looking.

You enable zoom in and out by pressing the P key. Press the Left key to zoom in and the Right key to zoom out.



MOVING IN THE AUTOMAP: Using the control pad, you can move, while viewing the Automap. This is dangerous, since you can't see the enemy while viewing the Automap. To scroll the Automap without moving yourself, turn off Follow mode. Pressing the "P" key will toggle Follow mode on and off.

CONTROLLING THE ACTION

Most of the play commands in DOOM are a simple keypress away. You can use the control pad, the LEFT and RIGHT buttons, and the A, B, and C buttons on combination to move, pick up items, shoot, and open doors.

MOVING

At first, you might find yourself bumping into walls while demons beat on you. Once you've got movement down, everything else follows.

WALKING: Use the up and down arrow keys to walk forward and backward.

TURNING: The left and right arrow keys turn you left and right.

RUNNING: Press the Speed key and the appropriate arrow key to speed yourself up.

STRAFE: Hold down the LEFT or RIGHT key to sidestep, rather than turn left or right.

PICKING UP STUFF

To pick up an object, just walk over it. You're smart, and know if you need to take it.

USING DOORS, SWITCHES & ELEVATORS

To open most doors and operate switches, stand directly in front of them and press the B Key. When you successfully operate a switch, it will change in some way (lights up, flips a handle, etc). If a switch does not change after a couple of tries, it is probably assigned to do a task that cannot yet be accomplished.

LOCKED DOORS: Some doors have security locks, and require you to have a color coded (yellow, red, and blue) security card or skull key to open them. Other locked doors are operated by a switch on a nearby wall. Rather than walking up to the door, you'll need to operate the switch.

HIDDEN DOORS: Some doors are hidden. Many of these can be opened by finding a switch. In some cases you just need to walk up to the wall and press the B Key. If you've found a secret door, it will open for you. There are clues that reveal a secret door—a wall that's shifted down or a different color, a flashing light on a wall, etc.

ELEVATORS: You'll see platforms that raise and lower. Some platforms operate continuously, while others must be activated. Some of them sense your proximity and lower automatically. Others have a nearby switch. Those without a switch can usually be operated by walking up to the platform and pressing the B BUTTON.

TELEPORTERS: Teleporters can be identified by an evil red symbol on the floor beneath them. To use a teleporter, walk over the symbol.

COMPLETING AN AREA

At the end of each area in DOOM there is an exit chamber, generally marked by a special door or an "EXIT" sign. Enter this chamber and press the switch inside to exit the area and head onward. When you finish an area, an Achievement Screen tallies your performance. Hidden regions located, ratio of kills, percentage of treasure found, and the level your about to enter.

ETERNAL LIFE AFTER DEATH

If you die, you restart the level at the beginning with a pistol and some bullets. You have no "lives" limit—you can keep restarting the level as often as you're killed. Any level that you have completed is accessible to you. When you complete a level, the next level is now accessible to you. The entire level is restarted from scratch, too. Monsters you killed before are back again, just like you.

FIREPOWER AND HOW TO USE IT

WEAPONS: At first, you have only your pistol and your fists for protection. When you run over a new weapon, you'll automatically equip yourself with it. As the game progresses, you'll need to choose between firearms. The C & LEFT/RIGHT buttons select particular weapons (you cannot use the keypad keys for this selection). The weapons are:

1 = Fist

2 = Pistol



3 = **Shotguns** deliver a heavy punch at close range and a generous pelting from a distance.



4 = **Chainguns** direct heavy firepower into your opponent, making him do the chaingun cha-cha.



5 = **Rocket Launchers** deliver an explosive rocket that can turn several baddies inside-out.



6 = **Plasma Rifles** shoot multiple rounds of plasma energy—frying some demon butt!



7 = **BFG 9000s** are the prize of the military's arsenal. Great for clearing the room of those unwelcome guests. Shoot it and see for yourself.

FIRING: To use a weapon, point it towards the enemy and press the A BUTTON, or hold down the A key for rapid fire. If your shots hit a bad guy, you'll see splattering

blood. Don't worry if the enemy is higher or lower than you. If you can see a monster, you can shoot it.

AMMO: Different weapons use different types of ammo. When you run over ammo DOOM automatically loads the correct weapon.

Small Ammo

Clip	
Shells	
Rocket	
Cell	

Large Ammo

Ammo Box	
Box of Shells	
Rocket Case	
Bulk Cell	

Weapon

Pistol, Chaingun
Shotgun
Rocket Launcher
Plasma Rifle, BFG 9000

You have a maximum limit on the amount of ammo you can carry, too. These are listed on the left side of your status bar. Also, when you find a weapon that you already possess, don't scorn it! Picking it up also gives you ammo.

COMMANDS USED ONLY IN AUTOMAP

X BUTTON = Follow Mode Toggle On/Toggle Off

LEFT BUTTON = Zoom in

RIGHT BUTTON = Zoom out

WEAPONS SELECTION

Press the B key and the RIGHT or LEFT BUTTON to cycle up or down the weapon respectively.

MOVEMENT BUTTONS

Move Forward
Move Backward
Turn Left
Turn Right
Run Forward
Run Backward
Fast Left Turn

UP ARROW KEY
DOWN ARROW KEY
LEFT ARROW KEY
RIGHT ARROW KEY
SPEED KEY & FORWARD KEY
SPEED KEY & BACKWARD KEY
SPEED KEY & LEFT KEY

Fast Right Turn
Strafe Left
Strafe Right
FIRING YOUR WEAPON
A BUTTON

SPEED KEY & RIGHT KEY
LEFT BUTTON
RIGHT BUTTON
OPENING DOORS/FLIPPING SWITCHES
B BUTTON

DANGEROUS DOOM ENVIRONMENT

Some parts of the DOOM environment can be more dangerous than the monsters you'll face. Areas containing exploding barrels, radioactive waste, or crushing ceilings should be approached with caution.

EXPLODING BARRELS: Scattered around the base are drums containing fuel, toxic waste, or some other volatile substance. If your shots hit one of these barrels, it's kablooeey time! It might take several bullets to set off a barrel, but a single blast of any of the other weapons usually does the trick.



SLIME AND OTHER RADIOACTIVE WASTE: Many of the areas in DOOM contain pools of dangerous liquids that will damage you if you walk through them. There are several varieties of waste, each doing an increasing amount of damage. If it looks fluid, beware!

CRUSHING CEILINGS: Some of the ceilings in DOOM can smash you, making you cry blood. Often you'll be able to see the ceiling moving before you go under it, but not always. Be careful and Save often!

TIP: *Barrels can often be the most devastating weapon in your arsenal—delivering a body-blasting explosion to all nearby purgatory pedestrians. Wait until several evil guys get next to a barrel and blast away at the can, then watch 'em all go boom!*

HEALTH AND ARMOR

Even for a tough hombre like you, DOOM can be a deadly place. Whenever you are injured, the screen will flash red, and your health will decrease. Keep an eye on your health or you'll end up face down.

HEALING: When you're hurt, you'll want to get healed as soon as possible.

Fortunately, Medikits and Stimpacks are frequently scattered around the base. Grab them if possible.



Stimpacks give you a quick injection of booster enzymes that make you feel like a new man—at least, to a degree.



Medikits are even better, and include bandages, antitoxins, and other medical supplies to make you feel a lot healthier.

ARMOR: Two types of body armor can be found laying around. Both reduce damage done to you. Unfortunately, both deteriorate with use, and eventually are destroyed by enemy attacks, leaving you in need of replacement armor.



Security armor light weight kevlar vest that's perfect for riot control.



Combat armor is a heavy duty jacket composed of a titanium derivative—useful for protection against real firepower, like the kind you're gonna face.

If you're wearing armor, you only pick up a replacement suit if it provides more protection than what you're now wearing.

POWER-UPS

Other bits of "challenging electronics" may be found in DOOM. Most of these are pretty doggone handy, so grab them when able. These special items have a duration of either the entire level, a specific amount of time, or just provide an instant benefit. A few of them affect your game screen so you can tell when they are active. For example, when you pick up a radiation suit, the game screen turns green. As the suit deteriorates the screen will flash. This is a hint to get out of the radioactive ooze now!



Radiation Suits provide protection against radioactivity, heat, and other low-intensity forms of energy. Basically, these suits enable you to wade through the radioactive ooze without taking damage. While a suit holds out, your screen will have a greenish tint. Duration: Time Based



Berserk Packs heal you, plus act as a super-adrenaline rush, enormously boosting your muscle power. Since you're already a pretty meaty guy, this enhanced strength lets you tear ordinary dolts limb from limb, and you can even splatter those demons without too much trouble. However, you've got to use your Fist attack to get the benefit of the Berserk attack bonus. When you become Berserk, your screen will briefly turn red. Duration: One Level.



Backpacks increase the amount of ammo you can carry. In addition, whenever you find a backpack, you receive extra ammunition.



Computer Maps are a handy find, updating your Automap with a complete map to the entire area, including all secret or hidden areas. Areas you haven't been to are mapped in gray. Duration: One Level

ARTIFACTS

A few artifacts from the other dimension are now laying around and you may want them, too.



Health Potions provide a small boost to your health even past your normal 100%!



Spiritual Armor provides a little extra protection above and beyond your normal armor.



Soul Spheres are rarely encountered objects that provide a large boost to your health. A close encounter with one of these and you'll feel healthier than ever!



Blur Artifacts are strange orbs that make it difficult for others to spot you. The enemy can still see you, but most of their attacks will be less than accurate.



Invulnerability Artifacts are products of the Anomaly that render you immune to all damage. Pretty cool, until the effect wears off. When you're invulnerable your screen will be white—your punishment for being tough. Duration: Time Based

TIP: Create dissension among demons by maneuvering them into a crossfire. If a bad guy is hit by another demon, he'll turn his rage towards the poor jerk with the pitiful aim. If this happens, let 'em at each other—it's always best to let the bad guys do the work for you. (This isn't effective with projectiles fired between demons of the same form.)

THE ENEMY

From the very first moment you enter the door, till the last gunshot of the game, you'll be fighting a host of baddies. Some are just regular guys with a bad attitude, others are straight from Hell.



Former Humans: Just a few days ago, you were probably swapping war stories with one of these guys. Now it's time to swap some lead upside their head.

Former Human Sergeants: Same as above, but much meaner, and tougher. These walking shotguns provide you with a few extra holes if you're not careful!



Imps: You thought an imp was a cute little dude in a red suit with a pitchfork. Where did these brown bastards come from? They heave balls o' fire down your throat and take several bullets to die. It's time to find a weapon better than that pistol if you're going to face more than one of these S.O.B.s.

Demons: Sorta like a shaved gorilla, except with horns, a big head, lots of teeth, and harder to kill. Don't get too close or they'll rip your fraggin' head off.



Spectres: Great Just what you needed. An invisible (nearly) monster.

Lost Souls: Dumb. Tough. Flies. On fire. 'Nuff said.



Cacodemons: They float in the air, belch ball-lightning, and boast one Hell of a big mouth. You're toast if you get too close to these monstrosities.



Barons of Hell: Tough as a dump truck and nearly as big, these Goliath's are the worst thing on two legs since Tyrannosaurus rex.



Note: The above illustrations are not drawn to scale.

Also available from Art Data Interactive:



Available for PC CD ROM

Visit our website at
<http://www.artdata.com/artdata>



Available for: Mac CD ROM
PC CD ROM
3DO
Sony Playstation

END USER NOTICE

THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE FRONT OR REAR PROJECTION TELEVISION WITH THIS TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY NOR ART DATA INTERACTIVE WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.